URBAN CHAOS
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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations specified on the system requirements of the game purchased.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

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Introduction

"In the year 1999, and seven months, from the sky will come the great king of terror. He will bring to life the great king of the Mongols. Before and after war reigns happily."

– Nostradamus

Happy New Year

During the closing months of the last millennium, the streets of Union City have witnessed a crime wave that is unprecedented in the city's long history. No one knows this more than D'arci Stern, a front-line rookie cop with the Union City Police Department. Since early autumn, the UCPD has experienced a massive surge in suicide, muggings, vandalism, theft and murder. Hardcore crime is reaching epidemic proportions. But it isn't just the rise in street crime that so unsettles Officer Stern. She's used to the daily war against gang activity and crazed street freaks. But now Union City is transforming into a place of concerted malevolence – a place of despair that scares even her. The streets now are filled with sinister echoes of an evil underground cult, and the increasing cries of lonely victims in dark alleys. As the world prepares for a celebration of the millennium, forces of good and evil will battle in Union City to decide the destiny of the next millennium.

System Requirements

Minimum System Requirements

- Pentium® 233MHz or equivalent
- Windows® 95/98
- DirectX6.1a
- 32 MB RAM
- 4 MB DirectX 6.1a compatible video card
- 100% DirectX 6.1a compatible sound card
- 150MB uncompressed hard drive space
- 4X CD-ROM drive
- Keyboard

Recommended System Requirements

- Pentium II 300MHz or equivalent
- 64 MB RAM
- 8 MB D3D hardware accelerator card (100% DirectX6.1a compatible)
- 100% DirectX6.1a compatible sound card.
- 400MB of uncompressed hard drive space
- 8X CD-ROM drive
- DirectInput game pad

Note: DirectX 7.0 should be fully compatible with the game; please update all drivers. Play on laptops or in Windows NT is not supported

Urban Chaos is an innovative 3D graphical and audio game. As such, it demands the most of your hardware. Please update all system drivers!

PLEASE REVIEW THE RELEASE NOTES FOR BOTH TROUBLESHOOTING AND LATE GAMEPLAY ADDITIONS.

Install/Uninstall

Installation

Note: Before installation it is recommended that you scan for errors, virus check, and defragment your hard drive.

1. Insert the CD is into your CD-ROM drive. After a few seconds, the launch panel will appear. Select the Installation option.
2. If AUTORUN is disabled, you can open EXPLORER and access the game CD. Then select SETUP.EXE and double click to install.

Uninstallation

You can uninstall the game and the save games (if you choose) by:

1. Selecting UNINSTALL from the launch program.
2. Selecting UNINSTALL from the game folder in the START MENU/PROGRAMS folder.
3. Selecting the ADD/REMOVE Control Panel option in SETTINGS.

Welcome to the UCPD

Walking the beat for the UCPD (Union City Police Department) is not an easy life. As the millennium nears, you and your fellow officers will not only be combating crime, you'll be fighting for the survival of mankind.

Some parting advice … don't let down the men in blue, and protect the citizens of Union City!

Gameplay

You start as D'arci Stern. As a rookie, you need to go to the Police Academy to train for the tough streets of Union City. Completing the Physical Training class will allow you to walk the beat. However, smart cops also complete both the Driving and Combat schools. If you do, the UCPD may devise some special missions for a cop of your "caliber"!

UCPD PERSONNEL FILE

Name: Stern, D'arci
Rank: Rookie
DOB: 07/07/70
Comments:
Officer Stern is ambitious and enthusiastic as you would expect from someone from a family with a strong tradition of law enforcement (both her father and brother served in the UCPD and both were sadly lost in the line of the duty). However she also has a tendency to be headstrong and sometimes over-zealous in the execution of her duties. She is a loyal and dependable partner but seems to prefer working on her own. Officer Stern is extremely athletic, with an excellent level of stamina. At present, she can run faster and jump farther than anyone else in the department.
Disciplinary History:
1983: up against assault charges brought by the suspect accused of killing her brother. Charges dropped through insufficient evidence.
Addendum:
D'arci is fast and agile in both movement and combat. While she can sprint, she is susceptible to injury.

UCPD FELON FILE

Name: McIntyre, Roper
DOB: 01/01/44
Current Address: None
Known Associates: None
Previous Convictions:
Assault, deception, breaking and entering, impersonating a police officer, and resisting arrest. Numerous charges for firearms offenses, vagrancy and drunkenness.
Summary:
Subject is ex-military and former informant for this department. Psychiatric reports indicate paranoia – he appears to see himself as some kind of vigilante. The subject is extremely dangerous and should not be approached without backup even when he is unarmed.
Addendum:
Roper has impressive strength and durability in combat, but he cannot sprint from danger.

Menu Controls

URBAN CHAOS can be controlled using the keyboard or using most types of Windows 95/98 control devices (game pads, joysticks, etc.).

Function	Description	Keyboard	Game Pad
Select	Highlight options.	Cursor/Arrow keys	D-pad
Confirm	Select highlighted.	ENTER	Button 1
Cancel	Return to previous.	ESC	Button 2

Main Menu

Choose one of the following:

START – Start a new game/Go to Map screen.

LOAD GAME – Load a previously saved game.

SAVE GAME – Save current game

OPTIONS – Change the game configuration from the Options menu.

EXIT – Return to Windows.

Map Menu Screen

Once you start the game you will be presented with the Map screen. This screen tells you which missions are available to you. Missions take place in unique districts of UC. As you complete missions, further mission pins will be added to the map. Some pins contain more than one mission. If there is a mission within a pin location that is available for play, the pin will be a gold color when you move over it. To navigate around this screen you can use either the LEFT/RIGHT Arrow keys or the D-pad on your game pad.

Select one of the markers to view the missions available at that location by moving over it. Select one of the listed missions to read the mission briefing by pressing ENTER. This tells you what the primary objectives of the mission are. You must carry these instructions out if you are to successfully complete the mission. If you're ready to accept the mission, press ENTER.

Saving and Loading a Game

Saving

Once you have successfully completed your mission, you will be asked if you wish to save your progress. Select YES to save (or NO to skip straight to the Mission Select screen) then select from one of the saved game slots.

Note: The next mission will be listed as your saved game name.

Loading

If you have already saved your progress in a game, then you may resume play at that point by selecting LOAD from the main menu, then selecting the file from those listed in the saved game slots.

Options

Select OPTIONS from the main menu to get to the Options menu. Use LEFT/RIGHT to change options. From here, the choices are:

OPTIONS (Scanner) – Toggle the tracking of your Scanner to either CHARACTER or CAMERA.

CHARACTER – Scanner targets move in relation to D'arci's position.

CAMERA – Scanner remain static; you rotate it to line up targets.

GRAPHICS – Each of these options will either increase or decrease the overall speed of your game. **Urban Chaos** will configure itself to optimally run on your system by setting the options below when you first start the game. Turning more options ON results in more realistic graphics but slower performance.

RESOLUTION – 640x480 / 800x600 / 1024x768 (changes the graphical resolution of the game). Unless you have a 16MB 3D accelerator, please keep the resolution at 640x480 or less.

COLOR DEPTH – 16 bit / 32 bit (your 3D card must support 32 bit). 16 bit is recommended for most users.

STARS – Turns the stars on/off.

SHADOWS – Turns the in-game shadows on/off.

PUDDLES – Turns the puddles on/off.

DIRT – Turns the leaves and litter on/off.

MIST – Turns the in-game fog on/off.

RAIN – Turns the rain on/off.

SKYLINE – Turns the background skyline on/off.

CRINKLE – Turns the crinkle effects on/off.

REFLECTIONS – Choose MOON and/or PEOPLE to activate corresponding reflections in puddles.

TEXTURE MAPPING – Turn PERSPECTIVE correction and/or BILINEAR filtering on/off.
GAMMA CORRECTION – The Low /High slider bar changes the overall game brightness. However, most missions take place at night, so the world is normally darkened.
RETURN - Return to the Options menu.

SOUND – Use UP/DOWN moves to highlight one of the following:

VOLUME – Overall game volume.
AMBIENT – Lower or raise the volume level for in-game sound effects.
MUSIC – Lower or raise the volume level for in-game music.
DRIVERS – Select the 3D audio API for the game (EAX and A3D require specific cards).
RETURN – Return to the Options menu.

KEYBOARD – Change any of the keyboard controls by pressing ENTER on your keyboard and then pressing the new key you want for that control option.

GAME PAD – Change any of the game pad controls by pressing ENTER on your keyboard and then pressing a new button on your game pad for that control option.

RETURN – Return to the main menu.

Exiting the Game

To stop playing **URBAN CHAOS** and return to Windows, choose this option and press ENTER. You will be asked if you are sure before being returned to your desktop.

General Controls

Name	Action	Keyboard/ Mouse	Game Pad
Direction keys	Use UP to run forward, LEFT and RIGHT to turn in that direction, DOWN to walk backwards.	Arrow keys	UP D-pad or stick
Action key	Crouch down, sprint (when running), pick up/throw object, enter/exit vehicle, pull lever, talk to person, arrest prone suspect, search body.	C	Button 3
Jump key	Jump, jumping kick.	Spacebar	Button 4
Punch key	Punch, fire selected weapon.	Z	Button 1
Kick key	Kick, sliding tackle.	X	Button 2
ENTER	Press and hold to display Inventory and toggle selection.		

View Controls

LOOK AROUND – Hold down A, then use the Direction keys to look around. Your character will become transparent. You can fire your weapons in this mode, but not engage in hand-to-hand combat.

ROTATE CAMERA RIGHT – Press DEL (DEL) to rotate the view to the right.

ROTATE CAMERA LEFT – Press PAGE DOWN (PG DOWN) to rotate the view to the left.

CENTER VIEW – Press END (END) to look straight.

ADJUST CAMERA ANGLE/ZOOM

- F5 – Tilt camera
- F6 – Zoom in (default)
- F7 – Raise camera
- F8 – Lower camera

City Navigation

While in some missions you will have access to vehicles, in most you're on foot. Successful exploration and navigation of the city depends on climbing, crawling, and jumping.

Note: Water locations are not accessible.

Running and Sprinting

Hold the UP Direction key to run forward. Hold the Action key while running to sprint. (D'arci can only sprint for a limited time. Roper cannot sprint.)

Traffic

Union City has some terrible drivers. Normally they obey the traffic laws, but don't loiter on the street or an ambulance just might flatten you.

Jumping

You can jump using the Jump key. Pressing the Jump key together with one of the Direction keys allows you to jump in any of four directions. You do have some control while in the air. Sprinting and jumping is recommended for rooftop leaps of faith.

Getting Over Obstacles

Scale obstacles such as walls and fences by facing them and pressing the UP Direction key.

Crouching and Crawling

Press and hold the Action key when stationary to crouch; then press a Direction keys to begin crawling. Crouching and crawling are essential stealth moves.

Ladders

When you're standing close to the foot of the ladder, press the UP Direction key to begin climbing. Use the UP/DOWN Direction keys to climb up or down a ladder. Press Jump to dismount.

Making Enquiries

You can talk to anybody in the game by standing in front of the person and pressing the Action key to initiate a conversation. This is particularly useful if you want to question an eyewitness to a street crime and find out what that person knows. (If you're lucky you can often find a few witnesses hanging around a crime scene.)

Items and Inventory

You can pick up many items you see in the game by standing over them and pressing the Action key. Press and hold ENTER to bring up your inventory: this is where all the items and weapons you have collected are displayed. Use the Direction keys to select an item, then release ENTER to close the inventory – the item will now be selected. Pressing ENTER quickly activates fast selection of inventory items. Weapons have numerical hotkeys.

On-Screen Scanner

Key:

1. Message / Icon / Destination information
2. Current inventory item in hand (ready for use)
3. Timer (for timed mission or explosives)
4. Enemies
5. Your location
6. Closing mission destination
7. Mission destination/targets
8. Health bar (red = critical and bleeding status)

The panel in the bottom left of the screen shows your objective directions, health meter and what you are carrying at the time. As objectives are added to your missions, these will appear as different colored arrows with an objective name on the navigation map. As you approach your target, the arrow will turn into a small dot on the inside of the radar screen until it reaches the center of radar. On some missions there is a time limit; this is shown above the icon for your currently held item and will decrease as the mission progresses.

The In-Game View

1) Health

Your health bar is shown as the circular bar around the navigation map. As you are wounded your health will decrease until you die.

If you have been wounded you can get yourself back to full strength by picking up a medical kit. Each medical kit instantaneously recovers up to 50% of your health. Enemies will have a single red line meter for their health bar.

2) Disciplinary Violations

Should you deliberately or accidentally cause the death of an innocent civilian during the course of your duties, you will receive a citation for disciplinary violation. If a police officer witnesses the killing, he will attempt to take you into custody. Even if you manage to avoid arrest, if you receive five citations you will be instantaneously removed from duty, forcing you to start the mission from the beginning. Be warned that the Department takes a particularly dim view of the death of its patrol officers – killing a fellow police officer could result in instant dismissal and the termination of the mission.

The department takes a very serious view on the killing of innocents. If you kill too many civilians during a mission, the internal affairs department will begin an investigation into your actions. If civilian kills get too high, the department will permanently remove you from duty.

3) Item Being Carried Icon

This shows your currently selected weapon (or a hand if you are unarmed). If the weapon selected is a gun, the amount of ammunition in the magazine is displayed below. Press the Inventory key to activate the display.

4) The Crime Rate

This percentage indicates the level of lawlessness in your area. The figure rises every time a crime is committed in the current district and drops every time you arrest a criminal (the rise or fall depends on the nature of the crime committed). If the crime rate should reach 100%, you will fail the mission and be forced to start again. The crime rate only applies to certain missions.

5) Sarge

Sarge is a tough but caring boss. He will periodically contact you with assignments. Though you do not always have to follow his directives, doing so will keep him happy and make further missions easier in that district.

Combat

Many times during a mission, you will have to resort to physical force to overcome suspects or anyone obstructing you in the course of your duties. Sometimes, if your own safety is under threat, the use of lethal force is sanctioned by the UCPD.

Combat Mode

Once D'arci nears an opponent, she will enter Combat Mode. In this mode opponents will be shown with their health bars below them. In combat, this bar will diminish until they either die or get knocked down. Once they are knocked down, D'arci can arrest them.

Roper will not be able to arrest thugs, so you may want to administer "rough justice" on these punks.

Name	Action	Keyboard/ Mouse	Game Pad
Direction keys	Movement. Use the LEFT and RIGHT Direction keys to circle an opponent. Press the UP key to advance and the DOWN key to retreat. If you are fighting multiple opponents, the Direction keys allow you to aim your attacks toward one of your assailants.	Arrow keys	Up D-pad or stick
Action key	Pick up / throw object. Press the Action key while standing over an object on the ground to pick it up. Press the key a second time to throw the object.	C	Button 3
Punch key	Punch. Use selected object. For knife or baseball bat, press the Punch key to use that object. For gun, press the Punch key to fire it.	Z	Button 1
Kick key	Kick.	X	Button 2
Jump key	Roundhouse.	Spacebar	Button 4

Sliding Tackle

Press the Kick key when running or sprinting to perform a sliding tackle. When a sliding tackle is timed correctly, you can knock two or more people to the ground. This may give you the opportunity to arrest an opponent before the perp has a chance to attack. Sprinting creates a longer slide tackle.

If you come up against multiple opponents, you will find they often try to surround and pummel you. In the worst case scenario, you will have an opponent to the front, one each to your left and right and a fourth behind you. Use the Direction keys (or the Left Stick on an Analog Controller) to aim your attacks. For example, hold the LEFT Direction key and press the Punch key to throw a punch to the opponent standing to your left, while holding the DOWN Direction key and pressing the Kick key to kick out at the opponent behind you.

Grabbing Opponents

Forward on the D-pad and Punch will allow you to grab the enemy. You can then throw the opponent to the ground (for stomping or arresting) or knee the enemy in the stomach.

Ducking Attacks

Ducking is achieved by backing away from the enemy and pressing Action and the DOWN Direction key. When ducking, perform a foot sweep with Kick.

Identifying Opponents

If you come up against more than one opponent, you can identify the gang members by the color of their jackets. Jacket color represents the overall strength of your opponent. Since all the UC gangs have united as the Wildcats, you can expect trouble on almost every corner.

Jacket Color	Opponent Strength	Description
Grey	Easy	These are the Wildcat punks you will meet early on in Union City.
Green	Medium	These Wildcats gang scumbags are more skillful in hand-to-hand combat and more accurate with weapon fire.
Red	Hard	The street lieutenants of the Wildcats are deadly in unarmed combat and lethal with a weapon. Be prepared for a serious rumble when they catch up with you.
Men in Black		Not much is known about these opponents. Rarely seen in daylight, they stalk the streets at night and answer to a much higher power. Armed with a lethal mini-gun, MIBs are to be avoided!

Dealing with Suspects

Making an Arrest

You can arrest suspects only if you physically overpower them during hand-to-hand combat. While they are lying dazed on the ground, stand over them and press the Action key to handcuff them. If the suspect has been involved in criminal activity, the Sarge will notify you, and the crime rate will be reduced.

Note: You only have a few moments to arrest suspects. After that they'll be back on their feet, either running off or ready to fight again.

Searching Suspects

You can frisk bodies or anybody you've placed under arrest for weapons or other concealed items. Stand over the suspect and hold down the Action key to begin the search. You will see a rising percentage bar to indicate how far the search has progressed; if it gets to 100% and you've found nothing, it's safe to assume the suspect is clean. If you do find something, it will appear next to the suspect. Stand over it and press the Action key to pick it up.

Stealth

In many situations stealth tactics yield better results than a gung-ho approach. If you want to avoid attracting the attention of potential enemies, keep these points in mind:

KEEP OUT OF SIGHT
Enemies will be alerted to your presence even if they just glimpse your shadow. If there's low cover nearby, you can use it by crawling along on all fours. Press and hold the Action key, then use the Direction keys to move. If you're close to a wall, press the Action key to push yourself flat against it, then use the LEFT/RIGHT Direction keys to move along flush against it.

KEEP SILENT
It is important that you do not betray your position by making any noise: firing a gun or accidentally kicking a can will alert your foes. However, you can sometimes use this to your advantage: throwing a can into another area will draw the attention of guards away from where you are.

LEAVE NO TRACE
Any evidence you leave as you pass through a sensitive area may be discovered by subsequent guard patrols. If you are badly injured (health bar in the red) you will leave a telltale blood trail that will be spotted by any guard who comes across it. Use a medical kit before proceeding.

Vehicle Usage

Because of the high crime rate, most vehicles are locked. However, you may be able to find keys or remove them from suspects. You do not have to select the key to open a locked vehicle. If the key is in your inventory, then you can merely walk up to the door and press the Action key. In desperate situations, you can even commandeer vehicles.

There are many vehicles on the streets of Union City: cars, vans, taxis, police cruisers, police SUVs. Each vehicle type is different in top speed, handling, and protection offered.

Driving Controls

Name	Action	Keyboard/ Mouse	Game Pad
Action key	Enter/exit vehicle.	C	Button 3
Direction keys	Use UP to go forward, LEFT/ RIGHT to steer, and DOWN to reverse.	Arrow keys	UP D-pad or stick
Jump key	Pursuit mode – accelerate to maximum speed.	Spacebar	Button 4
Hand brake	Stop the vehicle quickly (but you will skid).	X	Button 2

Commandeering Vehicles

As a police officer, you will have access to police-impounded vehicles such as cars or vans. In the course of your duties you may need to commandeer a civilian vehicle. To do this, stand in front of the vehicle and fire a warning shot at the vehicle. If the civilian in the vehicle gets scared, the person may exit the vehicle and allow you to take control. Be careful though – some civilians will not give up their vehicle. You can also disable vehicles by firing enough rounds into them.

Weapon Combat

On many missions you will start with no weapons. By investigating the area, you should be able to find some weapons fairly easily. You can often disarm an armed assailant during the course of a brawl; when you see the weapon fall to the ground nearby, stand over it and press the Action key to pick it up. You may also find ammo behind objects.

Remember: Once a weapon is in your inventory you still have to select it before you can use it.

When D'arci or Roper draws a firearm, the camera view will switch to behind the character. From this viewpoint, you will be able to better view the targeting system. However, in this view D'arci will challenge any person in her sights. Civilians normally freeze when ordered, and lay down for search when you press the Action key. Guilty suspects may run or challenge you. Be warned: the UCPD comes down hard on officers who shoot innocent people.

When you are gun-targeted by an enemy, a GREEN target symbol appears over your body. Its bars quickly close and turn RED. This means the enemy is taking aim. Once the symbol turns RED, you will be shot. Try to run away or take out the enemy. Your gun on a target will trigger a similar symbol. A black dotted line to your target means your enemy is within the weapon's range.

Keyboard Weapon Shortcuts

Key	Weapon
1	Fist
2	Pistol
3	Shotgun
4	M16
5	Grenade
6	Explosives
7	Knife
8	Baseball Bat

Weapons

Firearms

All guns work in the same way: when a target presents itself a targeting icon will appear around it to denote that you are aimed and ready to fire. A black dotted line signals that the target is within range.

Warning: A firearm can be knocked out of your hand if you are punched or kicked while holding it.

- **Beretta Pistol** – The pistol is a good all-round weapon. It has good short to mid-range accuracy coupled with a high fire rate.

- **Shotgun** – Though devastating at short range, this weapon has a slow reload time.

- **M16 Assault Rifle** – The M16 is the best weapon for combat. A good fire rate with mid-range distance makes it a lethal tool on the street.

- **Pistol Clip** – Pistol clips give the pistol a full cartridge of bullets. The pistol is a fast shooter but does relatively little damage. When you have multiple clips, an *N/nn* ammo display appears on your screen. *N* is the clip and *nn* is the ammo left in that clip.

- **Shotgun Shell** – Shotgun shells vary in amount when found. The shotgun has a slow rate of fire, but offers a one-shot kill.

- **M16 Rifle Clip** – M16 rifle clips give the M16 rifle a full cartridge of bullets. When you have multiple clips, an *N/nn* ammo display appears on your screen. *N* is the clip and *nn* is the ammo left in that clip.

Explosives

- **Hand Grenade** - Press the Action key to pull the pin; press the key a second time to throw. The grenade has a six-second fuse. Once it is primed, you must throw it toward the target or be blown to bits.

- **Time Bomb** - General-purpose explosives for all manner of demolition work. You either receive these at the start of a mission or find them during the level. Press the Action key to place the bomb. You then have five seconds to clear the blast radius. These explosives have a devastating short-range blast and must be used in conjunction with the mission briefing.

Other Weapons/Items

If you do not have a gun or if you've run out of ammo, there are other ways to improve your chances in a street brawl. If you can disarm an opponent who is wielding a baseball bat or knife, you can pick these up and add them to your inventory. You can also pick up large objects such as crates and drums and throw these. Press the Action key while standing close to the object to pick it up. Move into position, then press the key a second time to throw.

- **Knife** – A short-range weapon used in hand-to-hand combat. In the hands of an skilled user it is a silent, deadly weapon.

- **Baseball Bat** – Another hand-to-hand combat weapon, used to stun or drop opponents.

Power-Ups

Mission Items

- **Medical Kit** – This gives you approximately 50% health increase.
- **Key** - Allows you access to restricted building interiors or cars within that mission.

Power-Up Icons

Each mission has power-ups that give an immediate boost when collected. Collect power-ups during each mission to cumulatively enhance D'arci and Roper to their maximum abilities. These are especially useful in later missions.

- **Max Medical Kit** – Restores full health and increases your total health bar over time.

- **Reflexes / Accuracy** – Accrues throughout the game. You'll notice that after a certain time the reaction times for movement and your accuracy while shooting improve.

- **Strength / Damage** – Accrues power throughout the game. After a time, your character will be able to take more damage.

- **Constitution / Speed** – Delivers a short-term boost and long-term gain. Your character's overall speed and running stamina will improve with each power-up.

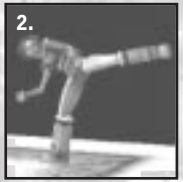
Hand-to-Hand Combat Moves

Combat moves are divided into three categories: Single, Combination and Special. You must be in Combat Mode to attempt combination attacks

Single Moves

Single moves are one-key or button press actions that inflict minimal damage, but are easy to execute.

1. Punch	Z or Button 3 (front only).
2. Kick	X or Button 2 (direction specific).
3. Roundhouse Kick	Spacebar or Button 0.
4. Slide Tackle	Run + X or D-pad + Button 2.
5. Stomp	Closely face enemy on ground and press Kick or Button 2.



Combination Moves

Combination moves are your best choices for quick, devastating attacks. Combinations are activated by position and timing. You must be in Combat Mode close to your target and time the move so the enemy is not attacking.

1. Grapple	UP Arrow + Punch or UP D-pad + Button 3.
2. Grapple and Throw	While in grapple, tap Punch or press Button 3.
3. Grapple Kick to Ribs	While in grapple, tap Kick or press Button 3.
4. Speed Jab	LEFT/RIGHT Arrow + Punch (fast tap) or LEFT/RIGHT D-pad + Button 3.
5. Fly Kick	Sprint, then jump, and press Kick or Button 2. Target must be directly at the contact point of the down kick.

Power combinations: successful attack combinations (three hit) yield a power combination that knocks down the enemy. There is a power combination for punching and kicking.

Note: Roper cannot grapple.

Special Moves

D'arci and Roper have special combat moves that inflict more damage to enemies and bring them to the ground.

D'ARCI

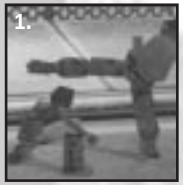
1. Elbow to Head	When directly behind a target, press Punch.
2. Groin Kick	Use when very close and facing target, press Kick (usually activated after an initial stomach kick).
3. Fly Kick	Run then jump, and press Kick. Target must be directly at the contact point of the down kick. Sprinting kicks have a longer range.

ROPER

4. Head Butt	Close in on your target and press Punch. Roper will then grab and head butt the opponent.
5. Throttle	Close in on your target and press Punch. Roper will then grab and throttle the opponent.
6. Fly Kick	Run, then jump and press Kick. Target must be directly at the contact point of the down kick. Roper has a much quicker fly kick than D'arci.

Defense

1. Duck	Action key + DOWN Direction key.
2. Tumble	Jump + RIGHT/LEFT Direction key to tumble away from a fight or break a gun lock.
3. Sweep	While in Duck, Kick or Button 2 (360° attack).



Street Survival

Death comes all too easy on Union City streets. Here are some tactics to keep you in the fight.

- If you are chased by a group of thugs, luring them near police officers will prompt the officers to assist you.
- If you are wounded, you can tumble out of fight mode by pressing Jump and the LEFT or RIGHT Direction key. Retreat to safety.
- Save your bullets for the thugs armed with guns.
- When confronting groups of thugs, take out the first thug with a slide and then arrest him. For the rest, use your combination moves for devastating attacks.
- When thugs chase you up a ladder, wait for them to climb up and then as they reach the top, give them a swift kick back down.
- Exploring the rooftops can be of benefit ….
- Avoid running in the streets – cars are tougher than you!
- When you are chased, hide behind barrels or dumpsters to avoid pursuers.
- Shoot or jump over mines – they are deadly!

Credits

Mucky Foot

Mucky Foot are Ashley Hampton, Barry Meade, Chris Knott, Eddie Edwards, Fin McGechie, Gary Carr, Guy Simmons, James "Dudley" Watson, Jan Svarovsky, John Steels, Junior Walker, Justin Amore, Mark Smart, Mark Adami, Martin Oliver, Matthew Rosenfeld, Mike Burnham, Mike Diskett, Ollie Shaw, Penny MacArthur, Richard Franke, Simon "Grimmy" Keating, Stuart Black, Tom Ireland and Wayne Imlach.

Here's an effort to divide up we what did to make

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Additional Programming Jeremy Longley

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IT and Mucky Website Michael Burnham

Office Management, Admin and Personnel Penny MacArthur

Public Relations Cathy Campos at PanachePR

A big mucky "Thank You" from Mucky Foot to everyone at Eidos and Glenn Corpes deserves a special mention because of "Crinkle Technology"

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- What version of DirectX™ is currently loaded on your computer.
- How the game is currently configured.

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